```cpp
1  #include "MainMenuState.h"
2
3  #include <iostream>
4  #include <conio.h>
5
6  #include "StateMachineExampleGame.h"
7
8  using namespace std;
9
10 constexpr int kEscape = 27;
11
12 constexpr char kPlay = '1';
13 constexpr char kHighScore = '2';
14 constexpr char kSettings = '3';
15
16 constexpr char kQuit = '4';
17
18 MainMenuState::MainMenuState(StateMachineExampleGame* pOwner)
19     : m_pOwner(pOwner)
20 {}
21
22 bool MainMenuState::Update(bool processInput)
23 {
24     bool shouldQuit = false;
25     if (processInput)
26     {
27         int input = _getch();
28         if (input == kEscape || char(input) == kQuit)
29         {
30             shouldQuit = true;
31         }
32         else if ((char)input == kPlay)
33         {
34             m_pOwner->LoadScene
35                 (StateMachineExampleGame::SceneName::Gameplay);
36         }
37         else if ((char)input == kHighScore)
38         {
39             m_pOwner->LoadScene
40                 (StateMachineExampleGame::SceneName::Highscore);
41         }
42         else if ((char)input == kSettings)
43         {
44             m_pOwner->LoadScene
45                 (StateMachineExampleGame::SceneName::Settings);
46         }
47     }
48     return shouldQuit;
49 }
50
51 void MainMenuState::Draw()
52 {
53     system("cls");
```

```cpp
51      cout << endl << endl << endl;
52      cout << "              - - - - MAIN MENU - - - -           " << endl <<  ⏎
          endl;
53      cout << "                  " << kPlay << ". Play " << endl;
54      cout << "                  " << kHighScore << ". Highscore " << endl;
55      cout << "                  " << kSettings << ". Settings " << endl;
56      cout << "                  " << kQuit << ". Quit " << endl;
57
58  }
```